

**Welcome
back to
Physics 215**

Lecture 2-1

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- Last time:
 - Displacement, velocity, graphs
 - Using graphs to solve problems
- Today:
 - Using graphs to solve problems
 - Constant acceleration, free fall
- Next time:
 - More than 1 dimension!

Lectures and Homework

- Problem set 2 available on the course website under “Lectures and HW tab”
 - Generally will be posted on Friday evenings
- Lecture slide shells also available there
- Reading should be done BEFORE lectures
 - participation grades are influenced by this

Reading assignment for Thursday

- Vectors, 2D motion
- OpenStax: Sections 2.1-2.3

Exams

- Midterm 1: Tuesday, Sept 24
Midterm 2: Thursday Oct 24
Midterm 3: Thursday, Nov 21st
(all midterms are during regular class times)
- Final exam: Thursday, Dec 12 3-5pm
- No makeup exams. Instead, Lowest grade will be dropped.
- Accommodations are handled through the office of disability services. Please see me at least a week before the first exam about this
- Working on a pizza and mentoring night with SPS

SG 0: You are throwing a ball up in the air. At its highest point, the ball's

A. Velocity v and acceleration a are zero

B. v is non-zero but a is zero

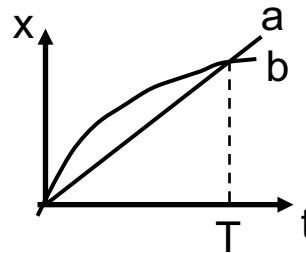
C. Acceleration is non-zero but v is zero

D. v and a are both non-zero

Fan cart demo

- Sketch graphs of position, velocity, and acceleration for cart that speeds up

SG 1

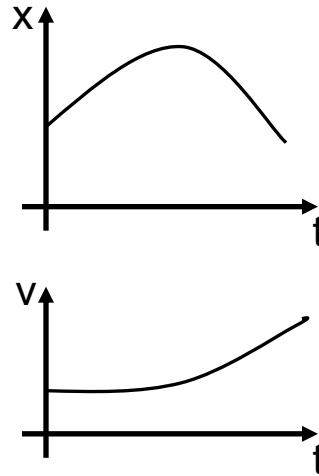


The graph shows 2 trains running on parallel tracks.
Which is true:

- A. At time T both trains have same v
- B. Both trains speed up all time
- C. Both trains have same v for some $t < T$
- D. Somewhere, both trains have same a

Interpreting $x(t)$ and $v(t)$ graphs

- Slope at any instant in $x(t)$ graph gives instantaneous **velocity**
- Slope at any instant in $v(t)$ graph gives instantaneous **acceleration**
- What else can we learn from an $x(t)$ graph?



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Acceleration from $x(t)$

- Rate of change of slope in $x(t)$ plot equivalent to *curvature* of $x(t)$ plot
- Mathematically, we can write this as

$$a =$$

– Negative curvature

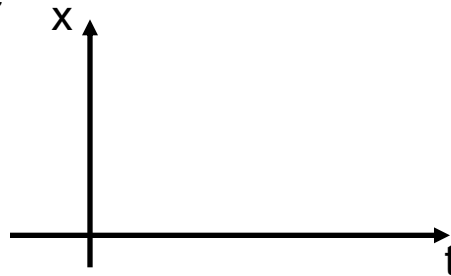
- $a < 0$

– Positive curvature

- $a > 0$

– No curvature

- $a = 0$

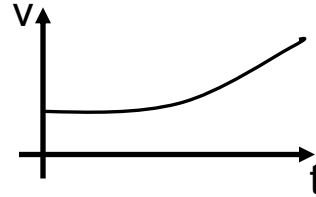


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Displacement from velocity curve?

- Suppose we know $v(t)$ (say as graph), can we learn anything about $x(t)$?



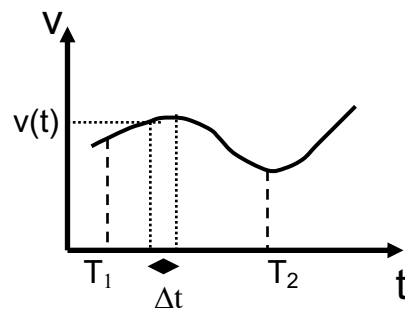
- Consider a small time interval Δt

$$v =$$

- So, total displacement is the sum of all these small displacements Δx

$$x_f - x_i = \sum \Delta x =$$

Graphical interpretation



Displacement between T_1 and T_2 is area under $v(t)$ curve

Fan cart redux

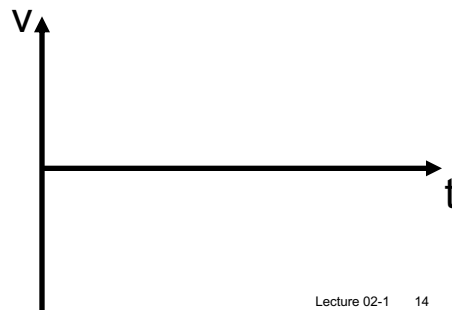
Displacement – integral of velocity

$$\lim_{\Delta t \rightarrow 0} \sum \Delta t v(t) = \text{area under } v(t) \text{ curve}$$

note: `area' can be positive or negative

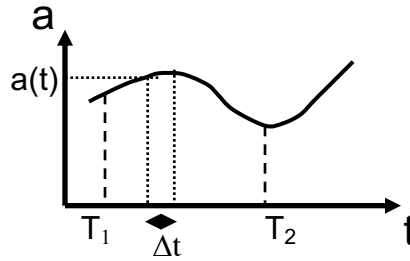
*Consider $v(t)$ curve for cart in different situations...

*Net displacement?



Velocity from acceleration curve

- Similarly, change in *velocity* in some time interval is just area enclosed between curve $a(t)$ and t -axis in that interval.



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Summary

- | | |
|---|---|
| <ul style="list-style-type: none">• velocity $v = dx/dt$
= <i>slope</i> of $x(t)$ curve
– NOT x/t !!• displacement Δx is
$\int v(t)dt$
= <i>area</i> under $v(t)$
curve
– NOT vt !! | <ul style="list-style-type: none">• accel. $a = dv/dt$
= <i>slope</i> of $v(t)$ curve
– NOT v/t !!• change in vel. Δv is
$\int a(t)dt$
= <i>area</i> under $a(t)$
curve
– NOT at !! |
|---|---|

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Simplest case with non-zero acceleration

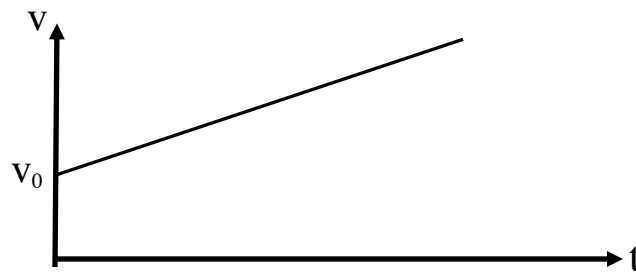
- Constant acceleration: $a = a_{av}$
- Can find simple equations for $x(t)$, $v(t)$ in this case

1st constant acceleration equation

- From definition of a_{av} : $a_{av} = \Delta v / \Delta t$

Let

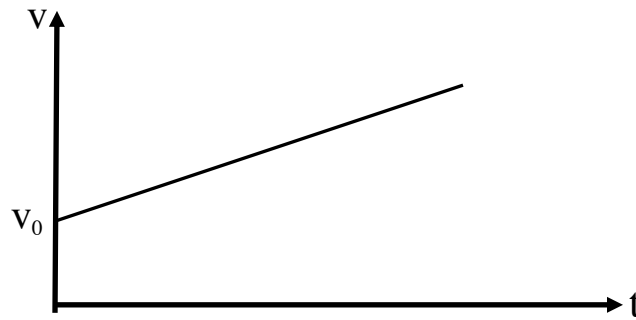
Find:



2nd const. acceleration equation

- Notice: graph makes it clear that

$$v_{av} = (1/2)(v + v_0)$$



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3rd constant acceleration equation

- Using 1st constant acceleration equation

$$v = v_0 + at$$

insert into relation between x , t , and v_{av} :

$$x - x_0 = v_{av}t = (1/2)(v + v_0)t$$

yields: $x - x_0 = (1/2)(2v_0 + at)t$

or:

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3rd constant acceleration equation

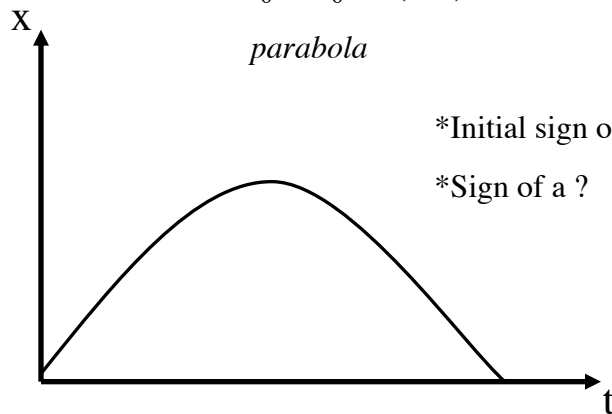
- Alternate explanation using integrals:
- a is a constant, $t_0 = 0$
- $v - v_0 = a(t - t_0) = a t$
- $v = at + v_0$
- $x - x_0 = \int v dt = \int (at + v_0) dt = (1/2)at^2 + v_0 t$

$$x = x_0 + v_0 t + (1/2)at^2$$

$x(t)$ graph- constant acceleration

$$x = x_0 + v_0 t + (1/2)at^2$$

parabola



4th constant acceleration equation

- Can also get an equation independent of t
- Substitute $t = (v - v_0)/a$ into

$$x - x_0 = (1/2)(v + v_0)t$$

we get:

or:

SG : An object moves with constant acceleration, starting from rest at $t = 0$ s. In the first 8 metronome beats, it travels 5 cm.

What will be the displacement of the object in the following eight metronome beats(mb) (*i.e.* between $t = 8$ mb and $t = 16$ mb)?

- A. 10 cm
- B. 15 cm
- C. 20 cm
- D. 25 cm

SG: An object moves with constant acceleration, starting from rest at $t = 0$ s. In the first 8 mb, it travels 5 cm.

What will be the displacement of the object between $t = 16$ mb and $t = 24$ mb?

- A. 10 cm
- B. 15 cm
- C. 20 cm
- D. 25 cm

Rolling disk demo

- How far apart should the orange painted lines be?

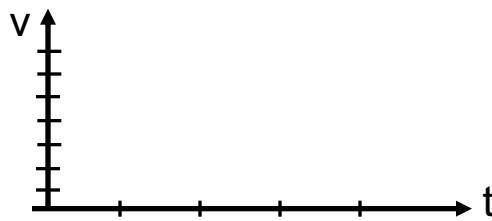
Rolling disk demo

- Compute average velocity for each section of motion (between marks)
- Measure time taken (metronome)
- Compare v at different times

(i) 5 cm

(ii) 20 cm

(iii) 45 cm



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Reading assignment

- Vectors, 2D motion
- OpenStax: Sections 2.1-2.3

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Motion with **constant** acceleration:

$$1. v = v_0 + at$$

$$2. v_{av} = (1/2) (v_0 + v)$$

$$3. x = x_0 + v_0t + (1/2) a t^2$$

$$4. v^2 = v_0^2 + 2a (x - x_0)$$

*where x_0, v_0 refer to time = 0 s ;

x, v to time t